

## How

- The game is played almost like the old familiar Tic-Tac-Toe, except that:
  - The X's and O's are put on the line intersections instead of in spaces.
  - The board is larger—usually 10 by 10.
  - The goal is to get four X's or four O's in a row.
  - The places where the X's and O's are put must be given according to their ordered pair names (see Coordinates 1, page 192).
- Markers may be used instead of X's and O's, so that the board may be used over and over.
- First, decide on a leader. For the first game, this should be a parent or other adult. In later games, anybody can be leader.
- Number a 10×10 sheet of graph paper, using the coordinate system.
- Players (or teams if there are more than two players) take turns naming the points for the X and O. The points **must** be named by their ordered pair designations.
- The leader keeps a record on the grid (with pencil or with markers) of the points called by each team.
- The goal is to get four X's or four O's in a row.

